

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for obtaining credits from a bartering group and for converting the credits to credits for playing games, or for awarding or redeeming coupons, ~~or prizes, awards and the like~~, the method comprising the steps of:
 - a. pre-qualifying a user;
 - b. obtaining a first amount of barter units for the user from a barter network, and the user's barter units in the barter network are debited the first amount of barter units;
 - c. converting the first amount of barter units to an amount of credits for the user;
 - d. storing the amount of credits in a user's account on a gaming server; and
 - e. enabling gaming for the user on the server, and the user's barter units in the barter network are debited the first amount of barter units.
2. (Previously presented) The method of claim 1, including the step of adding any user's credit winning to the amount of credit in the user's account on the gaming server.

3. (Previously presented) The method of claim 1, including the step of deducting any user's credit losses from the amount of credit in the user's account on the gaming server.
4. (Withdrawn) The method of claim 1, including the step of re-converting a remaining amount of credit in the user's account on the gaming server in a second amount of barter units.
5. (Withdrawn) The method of claim 4, including the step of returning the second amount of barter units to the barter network.
6. (Withdrawn) The method of claim 5, further including the step of zeroing out the user's account on the gaming server after the step of returning the second amount of barter units to the barter network.
7. (Previously presented) The method of claim 1, wherein the step of pre-qualifying the user comprises of verifying the user's age.
8. (Previously presented) The method of claim 1, wherein the user directly contacts a gaming controller located on the gaming server.
9. (Previously presented) The method of claim 8, wherein the gaming controller is located at a specified domain name on a global network.
10. (Previously presented) The method of claim 9, wherein the global network is the Internet.
11. (Currently amended) The method of claim 1, wherein the user directly contacts the barter network to provide authorization for the barter network to debit the

user's barter units in the barter network and send a specific portion of the first amount of barter units to the gaming server.

12. (Previously presented) The method of claim 1, wherein the user provides identifying information directly to the gaming server to authorize the gaming server to withdraw a specific portion of the first amount of barter units for the barter network.
13. (Previously presented) The method of claim 12, wherein the authorization is encrypted.
14. (Currently Amended) A system to link barter units belonging to a user with credits, ~~such that the user can obtain credits to play games or can be awarded or can redeem coupons, awards, prizes or~~ for playing games and for redeeming coupons, awards, prizes or other remuneration, comprising:
 - a. one or more barter networks;
 - b. a gaming server that accepts and exchanges barter units from each of the barter network into credits by debiting an account of the user at at least one of the barter networks with an amount corresponding to the amount of credits; and
 - c. means for linking each of the barter networks to the gaming server for connecting a user or users of each of the barter networks to the gaming server.

15. (Previously presented) The system of claim 14, wherein the means for linking the barter network to the gaming server is a personal computer (PC) with a data-transmitting link.
16. (Previously presented) The system of claim 15, wherein the data transmitting link is the internet.
17. (Previously presented) The system of claim 14, wherein the means for linking the barter network to the gaming server is a card that carries data from the barter network to the gaming server.
18. (Previously presented) The system of claim 14, wherein the barter network is linked to the gaming server through a global exchange.
19. (Previously presented) The system of claim 14, including a means for assigning a user a unique account and means for storing the user's unique account information on the gaming server.
20. (Previously presented) The system of claim 19, wherein the means for storing the user's account information on the gaming server comprises a means for indexing the user's account information to player identification data.
21. (Previously presented) The system of claim 20, further comprising a means for accumulating player reward points that are associated with the player identification data.
22. (Currently amended) A system to link barter units belonging to a user with credits, ~~such that the user can obtain credits to play games or to be awarded or redeem for~~ for

playing games and for redeeming awards, coupons, prizes or other remuneration, comprising;

- a. at least one barter network associated with a least one user, the barter network having a first account storage means and a barter network controller;
- b. a barter global exchange, the barter global exchange having an exchange controller and being linked to the barter network; and
- c. a gaming server having a second account storage means and a gaming controller, the gaming server being linked to the user and to the barter global exchange,

wherein the user has an account in the barter network in barter units, and the barter network debits barter units from the user's account on the barter network in response to the exchange controller, and the barter network is a member of the global exchange.

23. (Withdrawn) A method for obtaining credits from a bartering group and for converting the credits to credits for playing games, or for awarding or redeeming coupons or prizes, awards or other remuneration, the method comprising the steps of:

- a. pre-qualifying a user having identifying information by providing the identifying information to a gaming server;
- b. obtaining a first barter unit value for the user;

- c. converting the first barter unit value to an amount of credits for the user;
 - d. storing the amount of credits in a user's unique account on the gaming server and;
 - e. enabling gaming for the user on the gaming server;
 - f. adding any winnings to the user's account on the gaming server;
 - g. adding any winning to the user's account on the gaming server;
 - h. deducting any losses from the user's account on the gaming server;
- and
- recovering the amount of credit remaining in the user's account one the gaming server to a second barter unit.

24. (Withdrawn) The method of claim 23, wherein at least a portion of the second barter unit value is sent to a barter network.
25. (Withdrawn) The method of claim 23, wherein at least a portion of the second barter unit value is sent to a barter global exchange.
26. (Withdrawn) The method of claim 23, wherein at least a portion of the second barter unit value is kept in the user's account on the gaming server.